# VIRGINIA NATIONAL GUARD The Adjutant General's Small Arms Combat Marksmanship Match Program



**RIFLE 15-17 MAY 2015 PISTOL 26-28 JUNE 2015** 

### ALL MATCHES WILL BE CONDUCTED AT FORT PICKETT BLACKSTONE, VIRGINIA

HOSTED BY
The Virginia National Guard
183d Regiment (RTI)
Marksmanship Training Unit
Bldg 02100, Fort Pickett
Blackstone, Virginia 23824

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#### PART I - SCHEDULE OF EVENTS - Rifle

<b>DATE</b>	<b>TIME</b>	<u>ACTIVITY</u>	<b>LOCATION</b>
14 May	1800-2300	Teams May Report	Bldg 02101, CQ
15 May	NLT 0730	All Teams Must Report	Bldg 02101
15 May	0800-UTC	PMI, Zero,POW,3020,309,CQB	Bldg 02101, Rn 8&9
•	(TBD)	Team Captains Meeting	Bldg 02101
<b>16 May</b>	0730-UTC	Conduct Matches 3060, 3210,3070	Range 11,16
16 May	(TBD)	Team Captains Meeting	Bldg 02101
17 May	0730-1400	Match?(TBD), Clean weapons	Range 8&9, RTI
17 May	1430-1500	Award Ceremony	Auditorium
16 May 17 May	0730-UTC (TBD) 0730-1400	Conduct Matches 3060, 3210,3070 Team Captains Meeting Match?(TBD), Clean weapons	Range 11,16 Bldg 02101 Range 8&9, RTI

#### PART I- SCHEDULE OF EVENTS - Pistol

<b>DATE</b>	<b>TIME</b>	<b>ACTIVITY</b>	<b>LOCATION</b>
25 June	1800-2300	Teams May Report	Bldg 02101, CQ
26 June	NLT 0730	All Teams Must Report	<b>Bldg 02101</b>
26 June	0800-UTC	PMI, CQB, 221R	Bldg 02101, Rn8&9
26 June	(TBD)	Team Captains Meeting	Bldg 02101
27 June	0730-UTC	Conduct Matches PT240	Ranges 8&9
		201M, 2210 (EIC)	Range #9
27 June	(TBD)	<b>Team Captains Meeting</b>	Bldg 02101
28 June	0730-1200	<b>Dueling Tree Match</b>	Range # 9
28 June	1400-1430	Award Ceremony	Auditorium

#### **PART II - ADMINISTRATION AND LOGISTICS**

#### A. REGISTRATION AND ENTRIES, BY INVITATION:

- 1. Team Captains must submit an accurate roster of team personnel. This Official Entry Roster (see last 2 pages of this program) must be forwarded to 183d Regiment (RTI), Marksmanship Training Unit, Bldg 02101, Fort Pickett, Blackstone, Virginia 23824. All rosters must be received <u>NLT 30 days prior</u> to an event. Individual entry FORMS are also required.
- 2. All competitors must be members of a unit with approval of the Unit Commander. Teams that do not have the required number of individuals may not be allowed to compete. All teams will consist of 4 team members.
- 3. Team members will be in a duty status; AT, IDT, RST, AUTA or ADOS w/o Pay. Competitors **MUST** be on some kind of orders with the Unit Commander's approval. Soldier's organic units are responsible for orders, **government vehicle directed**. (RTA's are authorized) All ANG competitors must be funded through their Wing. All attendance at this activity MUST be coordinated through the unit/unit commander.

- 4. All competitors will be required to pull, paste, score targets and perform other range operation duties as required. Competitors should expect to be assigned additional support duties as required.
- 5. Exceptions and/or restrictions to the competitions are reserved for the MTU Staff.
- 6. Team roster changes (member names only) will be accepted up to report time.
- **B. UNIFORM:** ACU's, helmet, water source and LBE will be worn during the competition. Uses of field jacket, poncho/rain suit and issue gloves are authorized. EAR PROTECTION IS MANDATORY, EYE PROTECTION IS MANDATORY FOR PISTOL and RIFLE. NOTE: Pistol competitors must have a holster with a retention device. NO open top holsters without a retention device.
- **C. TEAM COMPOSITION:** All teams competing MUST meet the old/new shooter requirement. An **OLD** shooter is defined as: any shooter that has fired in a **state**, **regional** or **national** level match. A **NEW** shooter is defined as: any shooter that has not fired at any of the previously mentioned levels.
- **D. PHYSICAL FITNESS:** Team Captains must ensure Soldiers / Airmen are <u>not on a profile</u> that would prohibit their participation and that personnel competing in this competition meet the height / weight requirement as outlined in AR 600-9.
- **E. BILLETING:** Government quarters are provided. Individuals will be required to bring their own bedding/linen.
- **F. MESS:** Meals will be provided. First meal provided will be lunch on Friday of the match weekend.
- **G. SECURITY:** Personnel arriving to Fort Pickett on the Thursday prior (**MUST CALL AHEAD**) to an event will report to the RTI CQ at Bldg 02101. **Weapons will remain with the shooters upon issue** and turned in at the conclusion of the matches on Sunday. **Under no circumstances will weapons be left unattended. Call ahead** number for the RIFLE match and for the PISTOL match is **434-292-2162**.
- **H. AMMUNITION:** No personal ammunition will be brought to Fort Pickett, all ammunition used will be issued on the firing line to the teams.
- **I. SAFETY:** "Safety First" is the most important rule governing this competition. ANYONE may call a cease fire if they determine that safety conditions warrant it.
- 1. The following unsafe acts can lead to disqualification:
  - (a) Loading or discharging any weapon before the command "LOAD" has been given.
  - (b) Having a weapon outside a box or case without the action open except during

the preparation period on the firing line and after the command has been given.

- (c) Leaving a magazine in the weapon, having a slide closed on a pistol, bolt closed on a rifle after the command "LOCK and CLEAR ALL WEAPONS" has been given.
- (d) Handling a weapon on the firing line when someone is forward of the firing line.
- (e) "DRY FIRING" other than on the firing line during the preparation period or outside of designated areas.
- (f) Any other action which tends to endanger competitors or others in the vicinity.
- 2. A loaded weapon is hereby defined as:
  - (a) A round in the chamber.
  - (b) A magazine containing one or more rounds of ammunition, inserted either partially or fully into the weapon.
- 3. All competitors are responsible for calling any unsafe act to the immediate attention of the Range Safety Officer (RSO).
- 4. The RSO is responsible for enforcing all safety rules and regulations.
- **J. SMALL ARMS REPAIR:** No armor support has been forecasted for this competition. It would be wise to include one or more extra weapons, in case one might malfunction, have parts broken or be rejected from the competition.

#### K. BULLETINS:

- (A) Preliminary bulletins will be posted on the Official Bulletin Board at the MTU, Bldg 2101, where they will remain during the challenge period to allow competitors sufficient time to notify the Statistical Officer of any errors.
- (B) In the event preliminary bulletins are unchallenged, they will become final and constitute the basis for the Official Bulletin. If the preliminary bulletin is challenged, the challenge will be resolved and the Official Bulletin will be published at the end of the challenge period.
- (C) As soon as possible after the end of the competition, the Statistical Officer will publish the Official Bulletins containing the standing of competitors and teams.
- **L. CHALLENGES:** Challenge procedures will be in accordance with NRA rules. A challenge fee of 2 points will be charged for each challenge. If the challenge is sustained, the points will be returned.
- **M. PROTESTS:** All competitors and teams will protest through the team OIC only. All protests must be submitted verbally or written to the Match Director or committee member after the completion of firing the Match in question. Protests made not following this procedure will be denied.

- **N. AWARDS:** All awards will be presented the Awards Ceremony at the conclusion of the competition. The ceremony is part of the competition and team captains should insure that their team members are present. Teams and/or individuals not present for the ceremony may forfeit their awards. The awards ceremony will be held at the RTI Auditorium. Time will be announced on the range.
- **O. RANGE PROCEDURES:** All Team Captains will insure that they and their team members are familiar with range procedures and commands.
- **P. POC** for this competition is SFC Sammy Jones, <u>Sammy.jones2@us.army.mil</u>; or 434-292-2162; SFC Joel Kliesen, jfk767@yahoo.com; or 804-441-2108.

#### PART III - MATCH CONDUCT

- A. LOCATION: Fort Pickett, Blackstone, Virginia
- **B. DATES**: Rifle 15-17 May 2015; Pistol 26-28 June 2015

#### C. COMPETITION OFFICIALS

Match Director: TBA
Official Referee /Stats Off: TBA
OIC Rifle Range: TBA
OIC Pistol Range: TBA

**D. TEAM COMPOSITION:** All combined arms teams will consist of (4) Team Members.

**NOTES:** The 50% new-shooter rule applies to all Team Matches. New shooters are defined as those individuals who have never fired in the Combat Competition **above State Level** such as, the Winston P. Wilson Championships, Reserve Components Championships and All Army Championships.

#### E. EQUIPMENT:

- 1. Competitors will use a rack grade, issued M16 series rifle with six 30 round magazines. Trigger pull must be not less than 5 lbs.
- 2. Competitors will use a rack grade, issued M9 Pistol with a minimum of 3 magazines, six if available. Trigger pull must be no less than 9.6 lbs <u>Double Action</u> or 6.1 lbs <u>Single Action</u> for the 9mm pistol. Commercial Beretta Model 92 pistols are not authorized, **Holsters are required.**

- 3. Due to 9mm ammunition being in short supply, one or more matches may be shot with .22 caliber conversion kits. Conversion kits for the M9 pistol and extra magazines will be supplied by the MTU if needed.
- 4. It is preferred that all competetitors bring their unit ISSUED/ ASSIGNED rifle or pistol with them depending on which match they attend.
- 5. Service rifles and pistols must be un-altered US Property and MUST MAKE MINIMUM TRIGGER WEIGHT as listed above.
- 6. All arms are subject to inspection by Match Officials.
- **F. SCORING:** All scoring will be conducted in the pits or on the firing line.
- **G. RULES:** As outlined in FORSCOM PAM's 350-60/61/62.

#### **PART IV - RIFLE MATCHES**

#### Match: RI3060 Rifle Zero Special Match

**TASK:** 100 – 400 Special Zero – RI3060

INTENT: Test competitors' marksmanship ability with the M-16 series weapon while gathering zero data.

CONDITIONS: As a participant with an M-16 series rifle and 27 rounds; complete 3 stages on a Known Distance (KD)

Range. Each 3 round shot group will be spotted. No sighters. Visible misses will be marked. **STANDARD:** Achieve the highest number of points possible. The maximum point value is 135.

#### Stage 1:

- •100 Yds
- Prone position
- •3x 3 shot groups
- •1 x EIC Combat Target on a 6x6 backing
- •45 Seconds per 3 shot group
- •45 Points Max

#### Stage 2:

- •300 Yds
- Prone position
- •3x 3 shot groups
- •1 x EIC Combat Target on a 6x6 backing
- •45 Seconds per shot group
- •45 Points Max

#### Stage 3:

- •400 Yds
- Prone position
- •3x 3 shot groups
- •1 x EIC Combat Target on a 6x6 backing
- 45 Seconds per shot group
- •45 Points Max



#### Match: RI3210 (EIC) Excellence -in- Competition Match (Rifle)

TASK: Combat Rifle Excellence-In-Competition - RI3210

INTENT: Conduct a validated EIC match in order to award LEG points.

CONDITIONS: As a participant with an M-16 series rifle and 50 rounds, complete 5 stages on a Known Distance (KD)

Range. This course of fire will utilize the Alert Position throughout the course of fire.

STANDARD: Achieve the highest number of points possible. The maximum point value is 250.

#### Stage 1- Sustained Fire

- •400 Yds
- Prone position
- •10 shots / 1 magazine
- •1 x EIC Combat Target
- 2 MInutes
- •50 Points Max

#### Stage 2- Rapid Fire

- •300 Yds
- Prone position
- 10 shots / 2 X 5 round magazines
- •1 x EIC Combat Target
- 1 Minutes
- •50 Points Max

#### Stage 3- Rapid Fire

- 200 Yds
- Kneeling position
- 10 shots / 2 x 5 round magazines
- 1 x EIC Combat Target
- 50 Seconds
- •50 Points Max

#### Stage 4- Standing Kneeling

- •100 Yds
- Standing to Kneeling position
- 10 shots / 2 x 5 round magazines
- •2 x EIC Combat Targets
- 40 Seconds
- •50 Points Max

#### Stage 5 - Rapid Fire

- •75 -25 Yds
- Standing position
- 10 shots / 1 magazine
- •2 x EIC Combat Targets
- 4 Seconds at 75 yds 3 seconds at 50 yds 2 seconds at 25 yds
- 50 Points Max



## 313210

#### **Coordinating Instructions**

This course of fire will utilize the 45 degree angle "Alert Position" between firing stages and prior to the stages starting.

Stages 1-5 will begin 25 yards behind the firing line, then move to the firing line and engage targets when they appear. In stage 4 shooters engage target one with five rounds from the Standing position, reload, then engage target two with 5 rounds from the Kneeling position. In stage 5 participants have four seconds to fire as many rounds as desired at either target. Participants then move to the 50 yard line where they have three seconds to fire as many rounds as desired at either target. Then move to the 25 yard line, with two seconds to fire as many rounds as desired at either target. Participants must fire five rounds at each target. Excessive hits will be treated as misses.

#### Match: RI3020: Reflexive Fire

TASK: Reflexive Fire - RI3020

INTENT: Assess the competitor's skill on multiple target engagements in a close quarters environment.

CONDITIONS: As a participant with an M-16 Series rifle and 36 rounds, complete 2 stages on a Known Distance (KD)

Range.

STANDARD: Achieve the highest number of points possible. The maximum point value is 180.

#### Stage 1- Reflexive Fire

- •25 Yds
- Standing position
- •12 shots / 1 magazine
- •4 x Fig 11 Pistol
- 4 Exposures of 4
   Seconds, minimum interval of 7 seconds
- •60 Points Max

#### Stage 2- Reflexive Fire

- •25 Yds
- Standing position
- •24 shots / 2 x 12 round magazines
- •4 x Fig 11 Pistol
- 4 Exposures, one each of 7, 6, 5, and 4 second intervals
- •120 Points Max

#### Scoring

 Participants must have a hit inside the facial scoring area to receive a score on the target.
 Only 1 facial hit is worth five points. Excessive facial hits are worth two points each.

## R13020

#### **Coordinating Instructions**

In stage 1 shooters engage each target from left to right, placing two shots in the torso region first and the third shot in the facial scoring area. During stage 2 First exposure - Engage targets 1, 2, 3, and 4 left to right, placing one shot on each target, return to target 1 for the last two shots, in 7 seconds; Second exposure - repeat firing sequence of first exposure in 6 seconds. For the Third exposure - participants engage targets 2, 3, 4, with two rounds each in 5 seconds; Fourth exposure - repeat firing sequence of third exposure in 4 seconds.



#### Match RT3070 – Unknown Distance Match

**Task:** Unknown Distance- RT3070

**Conditions**: As a team with M-16 series rifle and 5 rounds per team member; (3 round mag and 2 round mag); two HMMVs (2 shooters per vehicle); four Figure 11 Pistol targets and four iron maidens; complete 3 stages on an Unknown Distance Range.

Prior to beginning, weapons will be pre-staged in the vehicle with ammunition secured on the shooters. The team will be instructed to do an exercise for one minute at the direction of the line safety. Exercise given will be the same for all teams, with the exception of profiles. After one minute of exercise the shooters will enter the vehicles and stand by to begin next stage.

Teams will be seated in the vehicle with the weapon clear, simulating that vehicle has been disabled; all shooters will dismount on the non-contact side with "weapons clear". Utilizing the vehicle for cover and concealment they will each lock and load a three round magazine, engage one of four paper targets at an unknown distance of 25 to 50 meters.

After all four shooters are done engaging with three rounds; they will drop the magazine, place the weapon on safe. Once team has been **cleared to move** by a **safety**; they will push forward "down range" to a predetermined position of cover to engage four more targets at an unknown distance of 200 to 400 meters. Each shooter will lock and load a two round magazine upon reaching their firing point and will engage one of the four targets (iron maidens) with two rounds. That will end the course of fire.

**Standard**: Achieve the highest number of points possible. The maximum point value is 100.

Stage 1	Stage 2	Stage 3
*Exercise for one minute	*Enter vehicle	*Move to predetermined position
	*Dismount vehicle	*Engage iron maidens with 2 rds
	*Engage figure 11 tgts	
	with 3 rds	

**Note:** Stage 2 and Stage 3 must be completed in 2 minutes.

**Scoring:** Use scoring rings provided on Figure 11 pistol (Only hits on the head and body count), (5) points per hit on iron maidens. Spotters will be stationed behind shooters recording the number of hits on iron maidens and will then record all hits on paper.

#### **MATCH RICQB- Close Quarters Battle**

**TASK:** Rifle CQB- RICQB

**CONDITIONS:** as a participant with M-16 series rifle and 30 round magazine; complete (6) stages on a Known Distance (KD) range from the standing position at a Figure 11 pistol target. **NOTE:** Only one 30 round magazine will be utilized due to the close proximity between shooters, unknown experience level of attendees, and potential for flagging during reloads. **STANDARD:** Achieve the highest number of points possible. The maximum point value is 150.

STAGE 1	STAGE 2
*DRILL-Controlled Pair	*DRILL- Controlled pair
*TARGET-Body	*TARGET-Body
*POSITION- Low Ready Alert	*POSITION-Low Ready Alert
*DISTANCE-(25) meters	*DISTANCE-(15) meters
*ROUNDS-(2)	*ROUNDS-(2)
*TIME-(5)seconds	*TIME-(4) seconds
*EXPOSURES-(2)	*EXPOSURES-(2)
*TOTAL ROUNDS-(4)	*TOTAL ROUNDS- (4)
STAGE 3	STAGE 4
*DRILL-Controlled Pair Moving	*DRILL-Controlled Pair Moving w/failure no scan
*TARGET-Body	*TARGET-Body
*POSITION-Low Ready Alert	*POSITION-Low Ready Alert
*DISTANCE-(10-3) meters	*DISTANCE-(7-3) meters
*ROUNDS-(2)	*ROUNDS-(3) 2 body/1head
*TIME-(4) seconds	*TIME-(4) seconds
*EXPOSURES-(3)	*EXPOSURES- (2)
*TOTAL ROUNDS-(6)	*TOTAL ROUNDS-(6)
STAGE 5	STAGE 6
*DRILL-Controlled Pair/Hammers	*DRILL-Controlled Pair/Hammers w/failure no scan
*TARGET-Body	*TARGET-Body
*POSITION-Low Ready Alert	*POSITION-Low Ready Alert
*DISTANCE-(5) meters	*DISTANCE-(5) meters
*ROUNDS(2)	*ROUNDS-(2) 2 body/1 head
*TIME-(2)	*TIME-(3) seconds
*EXPOSURES-(2)	*EXPOSURES-(2)
*TOTAL ROUNDS-(4)	*TOTAL ROUNDS-(6)
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**SCORING:** Based on scoring rings on a Figure 11 pistol target. Head shots must be in facial scoring area to be counted. No more than (4) head shots and (26) Body shots will be allowed, excessive shots in these areas will be counted as misses. The only alibis are for mechanical weapon or ammo malfunctions.

#### **P.O.W. MATCH:** Team Event

TASK: Ten Meter POW - MT300

**CONDITIONS:** As a team of participants with two Machine Gunners (MG) and two Assistant Machine Gunners (AMG) with 160 rounds; complete 4 stages on a Known Distance Range in no more than four minutes. The MG and AMG may assist one another during this Match. The AMG is authorized the use of binoculars.

STANDARD: Achieve the highest number of points possible. The maximum point value is 348 (Includes 25 bonus points per target bank).

#### Stage 1:

•Teams begin in the Prone position on the firing line. When signaled, time starts and the two AMGs move approximately 50 meters to the ammunition pick up point and each receive one 40 round belt of ammunition and return to the MGs.

#### Stage 2:

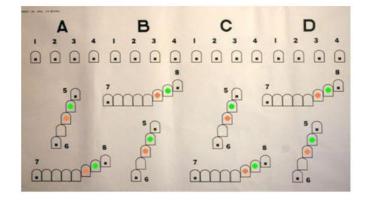
- •10 meters
- Prone position
- •40 Rounds per MG
- •1 x 10 Meter MOD MG
- •4 Minutes total
- MG 1 engages A pasters and MG 2 engages D pasters.

#### Stage 3:

•Stage three begins once the MG has expended all rounds. MGs moves approximately 50 meters to the ammo point and each receive one 40 round belt of ammunition and return to the AMGs. AMG performs Load and begins stage 4.

#### Stage 4:

- •10 meters
- Prone position
- •40 Rounds per AMG
- •1 x 10 Meter MG tgt
- 4 Minutes total
- AMG 1 engages B pasters and AMG 2 engages C pasters.



## MT300

#### Scoring

- •Leader paster (Red dot) hits receive 5 points.
- Jr. Leader paster (Black Square) hits receive 2 points.
- •Soldier paster (Blank) hits receive 1 point.
- POW paster (Green dot) hits deduct 5 points for each hit in the paster.
- Maximum of 2 hits allowed for each paster. Excessive hits per paster are not counted.
- •25 point bonus if all Leader, Jr. Leader, and Soldier pasters have 2 hits each and no POW pasters are hit.
- •Ties are broken by least number of hits on POW pasters, then by greatest number of Leader pasters, then by greatest number of Jr. Leader pasters.

#### **MATCH RI325:** Expert Rifleman Individual Championship.

This match consists of the individual's fired scores in Matches RI3060, RI3020, RICQB & RI3210.

#### **MATCH RT335**: Team Championship.

This match consists of Team scores from Matches RT3020, RT 3070,RICQB, and RT309.

#### **PART V - PISTOL MATCHES**

#### **DUELING TREE MATCH: Individual Pistol**

- **1.** <u>Conditions/Instructions:</u> Shooter with an M-9, two 5 round magazines, will engage the dueling tree at a distance of 15 yards.
- **2. Standard:** Hit all plates in the shortest amount of time. Maximum point value is 100 points for the individual shooter with the lowest time. Time ends when all (8) plates have been hit or all ammo expended; (5) second bonus for every saved round; (15) second penalty for each plate missed.



#### **MATCH PICQB:** Close Quarters Battle

**TASK:** Pistol CQB- PICQB

**CONDITIONS:** Given an M9 and two (15) round magazines; complete (7) stages on a known

distance (KD) range from the standing position at a Figure 11 Pistol target.

**STANDARD:** Achieve the highest number of points possible. The maximum point value is 150.

STAGE 1	STAGE 2
*DRILL- Controlled Pair	*DRILL-Controlled pair
*TARGET-Body	*TARGET- Body
*POSITION-Holster	*POSITION-Low Ready Alert
*DISTANCE-(15) meters	*DISTANCE-(15) meters
*ROUNDS-(2)	*ROUNDS-(2)
*TIME-(6) seconds	*TIME-(3) seconds
*EXPOSURES-(2)	*EXPOSURES-(2)
*TOTAL ROUNDS-(4)	*TOTAL ROUNDS-(4)
	101121001.22 (1)
STAGE 3	STAGE 4
*DRILL-Controlled Pair	*DRILL-Cont pr; conduct tac-reload, repeat table
*TARGET-Body	*TARGET-Body
*POSITION-Holster	*POSITION-Low Ready Alert
*DISTANCE-(10) meters	*DISTANCE-(7) meters
*ROUNDS-(2)	*ROUNDS-(2)
*TIME-(4) seconds	*TIME-(3) seconds
*EXPOSURES-(2)	*EXPOSURES-(2)
*TOTAL ROUNDS-(4)	*TOTAL ROUNDS-(4)
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STAGE 5	STAGE 6
*DRILL-Multiple Shots	*DRILL-Controlled Pair
*TARGET-Body	*TARGET-Body
*POSITION-Low Ready Alert	*POSITION-Holster
*DISTANCE-(7) meters	*DISTANCE-(5) meters
*ROUNDS-(3)	*ROUNDS-(2)
*TIME-(3) seconds	*TIME-(3) seconds
*EXPOSURES-(2)	*EXPOSURES- (2)
*TOTAL ROUNDS-(6)	*TOTAL ROUNDS-(4)
STEACE 7	CCODING, Will be based on assistant and E
STAGE 7 *DRILL-2 RELOAD 2	SCORING: Will be based on scoring rings on a Figure
	11 pistol target. Head shots must be in the facial scoring ring to be counted. More than 4 head shots or more than
*TARGET-Body *POSITION-Low Ready Alert	26 body shots will be counted as misses overall. The
*DISTANCE-(5) meters	only alibi's are for mechanical weapon or ammunition
*ROUNDS-(4)	malfunctions.
*TIME-(6) seconds	manunctions.
*EXPOSURES-(1)	
*TOTAL ROUNDS-(4)	
TOTAL ROUNDS-(4)	

#### **Match 201M: Slow Fire**

- **1. Conditions:** Given an M-9, two (5) round magazines and (2) EIC targets. Shooter will engage (standing) from the 30 yard line on a known distance (KD) range; two minute time limit.
- 2. Standard: Achieve the highest number of points possible. The maximum point value is 50.

#### Stage 1

- \*30 yards/ Standing
- \*10 rounds (two 5 round magazines)
- \*2 minutes

#### **FIRE**

\*5 shots on Tgt 1, 5 shots on Tgt 2

#### **Instructions**

From the 30 yard line; on the command FIRE, shooter will draw pistol, engage target #1 with 5 shots, immediately reload, and engage target #2 with 5 rounds. All firing will be done two handed from the standing position. Time limit is two minutes.



#### **Match PT2100:** General George Patton Combat Pistol Team Match

TASK: General George Patton Combat Pistol -PT2100

INTENT: Effectively coordinate a fire plan between team members with increased heart rate and breathing.

CONDITIONS: As a team of participants with M-9 pistols and 51 rounds each; complete 4 stages on a Known Distance

Range. Four firing members shoot on six targets incorporating fire distribution. Magazines are filled prior to Stage 1. Equipment must be worn during the entire exercise.

STANDARD: Achieve the highest number of points possible. The maximum point value is 1110.

#### Stage 1:

• Each team is required to successfully move 300 yards in 2 minutes with all required equipment. Failure to complete the movement in time results in disqualification from the rest of the stages. Once time has ended shooters begin Stage 2.

#### Stage 2:

- •35 Yds
- Standing position
- •17 shots each
- •6 x Fig 11 Pistol
- •35 Seconds
- •340 Points Max

#### Stage 3:

- •30 Yds
- Standing position
- •17 shots each
- •6 x Fig 11 Pistol
- •30 seconds
- •340 Points Max

#### Stage 4:

- •25 Yds
- Standing position
- •17 shots each
- •6 x Fig 11 Pistol
- •25 seconds
- 340 Points Max

PT2100

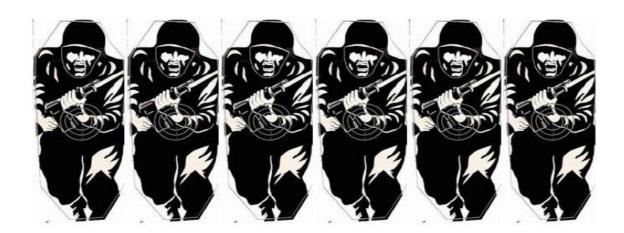
#### Coordinating Instructions for Bonus:

If <u>all</u> targets are hit with 6 or more 5's, the team earns a bonus of 30 points.

If <u>all</u> targets are hit with 12 or more 5's, the team earns a bonus of 60 points.

If <u>all</u> targets are hit with 18 or more 5's, the team earns a bonus of 90 points.

The bonus is 30, 60 **OR** 90 points. **Only 1 bonus is allowed**.



#### Match: PI2210, (EIC) Excellence-In-Competition Match (Pistol)

TASK: Combat Pistol EIC - PI2210

INTENT: Conduct a validated EIC match in order to award LEG points.

CONDITIONS: As a participant with an M-9 pistol and 40 rounds, complete 4 stages on a Known Distance (KD) Range.

STANDARD: Achieve the highest number of points possible. The maximum point value is 200.

#### Stage 1:

- •30 Yds
- Standing position
- 10 shots / 2 five round magaziness
- •2 x EIC Combat Targets
- 60 Seconds
- 50 Points Max
- Engage target one with 5 rounds, reload, then engage target two with 5 rounds.

#### Stage 2:

- 25 Yds
- Standing to Kneeling to Prone position
- 10 shots / 2 five round magazines
- •2 x EIC Combat Target
- 45 Seconds
- 50 Points Max
- Engage target three with 5 rounds from the Kneeling Position, reload, engage target four with 5 rounds from the Prone position.

#### Stage 3:

- 20 Yds
- Standing position
- 10 shots / 2 five round magazines
- •2 x EIC Combat Target
- 20 Seconds
- •50 Points Max
- •Engage target one with 5 rounds, reload, engage target two with 5 rounds.

#### Stage 4:

- •15 Yds
- Standing position
- •10 shots / 2 five round magazines
- •2 x EIC Combat Targets
- •15 Seconds
- •50 Points Max
- Engage target three with 5 rounds from the Standing position, reload, engage target four with 5 rounds.









#### MATCH 221R: Multiple Target Engagement Match

Conditions: As a participant with a M-9 pistol and 36 rounds, complete 2 stages on a Known Distance (KD) range.

Standard: Achieve the highest number of points possible. The maximum point value is 180.

#### **Stage 1- Anti-body armor**

- \*15 yards
- \*Standing position
- \*12 shots/ 1 mag
- \*4 X Fig 11 Pistol
- \*4 exposures of 4 Seconds, minimum interval of 7 seconds
- \*60 points max

## Stage 2- Standing Fire Multiple Target Engagement

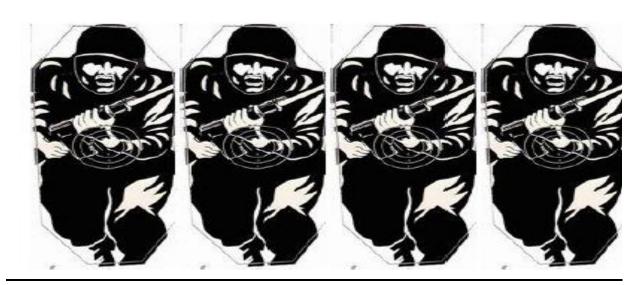
- \*25 yards
- \*Standing position
- \*24 shots/2 mags
- \*4 X Fig 11 Pistol
- \*4 exposures, one each of 7, 6, 5, and 4 seconds interval of 7 seconds
- \*120 points max

#### **Scoring**

\*Participants must have a hit inside the facial scoring area in stage 1 to receive a score on the target. Facial hits are worth five points. Excessive facial hits are worth two points each Stage 2- hits are as is

#### **Instructions**

In stage 1 shooters with a 12 round mag will engage each target from left to right, placing two shots in the torso region first and the third shot in the facial scoring area in four seconds. There will be 4 exposures with a minimum of 7 seconds intervals between exposures. Stage 2 shooters with (two) 12 round mags; First exposure, engage targets 1,2,3, and 4 with 1 shot each and then return to target 1 for 2 shots in 7 seconds. Second exposure, repeat the firing sequence of first exposure in 6 seconds, Reload; Third exposure, engage targets 2,3, and 4 with 2 shots each in 5 seconds; Fourth exposure, repeat the firing sequence of third exposure in 4 seconds. There will be a minimum of 7 seconds between exposures.



#### **MATCH 245: Team Match**

This match is the team version of Match 221R.

#### **MATCH 225:** Individual Pistol Championship

This match will consist of the top individual scores from CQB, Match PI201M, Match PI221, and Match 221R.

#### **MATCH 235: Team Championship**

This match will consist of Team scores from CQB, Match 245 and Match PT240.

#### **PART VI - REFERENCES**

- A. AR 350-6 and NGR 350-6
- B. FORSCOM/TRADOC Supplement 1 to AR 350-6 w/ch 1
- C. FORSCOM PAM 350-60
- D. FORSCOM PAM 350-61
- E. FORSCOM PAM-350-62
- F. AR 230-1
- G. NGB PAM 350-6
- H. NRA RULES
- I. Rules and regulations set forth herein and in Match Director's Bulletins.

#### PART VII - RULES & REGULATIONS

#### 1. UNIFORM:

- a. Head gear for all competitors while on the range is issued helmet with chin strap.
- b. Army Combat Uniform (ACU) and authorized boots.
- c. ISSUED wet weather gear is permitted.
- d. Gloves may be worn at the option of the firer. Shooting gloves or mitts are not permitted.

#### 2. EQUIPMENT:

- a. Load Carrying Equipment (LCE/LCV/MOLLE) must be worn by all participants.
- b. Groundsheet/Firing Mat: The issue poncho may be used as a groundsheet or firing mat. NO other ground sheets or firing mats may be used.
- c. Optical Aids:

- (1) Binoculars (up to 10x50) and telescopes M49 or M144 together with stands and rests are allowed for rifle match. NO aids are permitted for pistol, except for the Patton Match.
- (2) <u>NO</u> device or eyeglasses of any description which assists or improves vision while aiming the rifle or pistol is allowed; i.e., Knobloch or German shooting glasses, or Merit sighting discs. This does not prevent a firer from wearing authorized prescription spectacles, contact lenses, or clear safety glasses. Tinted lenses or sunglasses are permitted so long as the frames and lenses conform to established military regulations or are Government Issue. Alteration, covering or other modification of lenses on eyeglasses is not permitted. Use of a eye patch over non-firing eye is not permitted.
- d. Rucksacks may be used at the option of the firer, if used, it must be Government Issue.
- e. ONLY military equipment will be worn or carried during this competition except optical aids described above.

#### **3. LOAD CARRYING EQUIPMENT** will consist of the following items for competitors:

- a. Pistol belt
- b. Harness
- c. First Aid pouch with packet
- d. Water source
- e. Poncho or rain jacket

#### **PART VIII - WEAPONS HANDLING**

#### Rifle Status UNLOADED LOCK WEAPON OFF SAFE LOAD Magazine Out • Magizine in the Rifle • Magazine in the Rifle Magazine in the Chamber Empty Chamber Empty Rifle •Round in the Round in the Bolt to the Rear Chamber Chamber • Bolt Forward Dust Cover Open Bolt Foward •Selector Switch on Selector Switch on Safe Safe Selector Switch on Safety Block in the Semi Magazine Well

## **LMG Status**

#### UNLOADED

- •Belt out of the Weapon
- •Chamber Empty
- •Operating Group Closed
- •Safety is Set on "S"

#### LOCK/LOAD

- •Operating Group is Open
- •Belt Placed in the Weapon
- •Safety is Set on "S"

#### WEAPON OFF SAFE

- •Belt Placed in the Weapon
- •Operating Group is Open
- •Safety is Set on "F"

## **Pistol Status**

#### HOLSTERED

- •Magazine Out
- •Chamber Empty
- Hammer Forward
- Slide Forward
- •Decocking Lever (safety) Applied
- Pistol in Holster
- Pistol is in the Holster with the Flap Secured or retention device engaged

#### LOCK

- •Magazine Out
- •Chamber Empty
- •Slide Locked to the Rear
- Hammer Cocked

#### LOAD

- Magazine in Pistol (magazines in the weapon will be treated as loaded)
- •Round in Chamber
- Decocker (safety)
   is Applied
   Hammer is
- Hammer is

  Forward

#### REHOLSTERED

- •Pistol is at "LOAD"
- Pistol is in the Holster with the Flap Secured or retention device engaged

#### WEAPON OFF SAFE

- •Pistol is in "LOAD"
- •Decocker (safety) is Not Applied

#### PART IX Awards Matrix

<u>RIFLE</u>	1st Place	2nd Place	3rd Place
Match #325 Individual Aggregate	Award	Award	Award
Match #325 1 <sup>ST</sup> Place Novice	Novice		
Match #RI3210 Top 3 EIC Shooters	Award	Award	Award
Match #335 Top 3 Teams	Award	Award	Award

<u>PISTOL</u>	1st Place	2nd Place	3rd Place
Match #225 Individual Aggregate	Award	Award	Award
Match #225 1 <sup>st</sup> Place Novice	Novice		
Match #PI2210 Top 3 EIC Shooters	Award	Award	Award
Match #235 Top 3 Teams	Award	Award	Award

### **Governors Twenty TAB:**

Will be awarded to the TOP 10 **rifle** and TOP 10 **pistol** shooters IAW with the approved state policy.



#### PART X - ENTRY FORMS

#### **TEAM ROSTER**

TE	EAM NAM	<b>IE</b> :				
RANK	NAME:	Last, First	SSN	UNIT	TEAM POSITION	TEAM STATUS NEW/OLD
			Team (		nature of Team Captai	
	EQUEST FO R THE ABC		VE WILL NEED THE			
QU	ARTERS:	Thursday 14 May Thursday 25 June	Friday 15 N Friday 26 Ju	May Saturda	lay 16 May y 27 June	
NC	TE: Com	plete Individual	l "LEG" match en	try form for ea	ch competitor. Er	isure all
inf	ormation	is correct and co	omplete, to include	e Home and Mi	litary address. Inf	ormation is
			ence in competition			
		<u>match. Errors a</u> oduced locally.	nd omissions may	result in shoote	er being disqualifi	ed. Forms
RF	TURN RO	OSTER(s) NLT	20 April 2015 (Rif	le) TO:183D R	TI-MTI	
IXL			20 May 2015 (Pisto			

Fort Pickett,

Blackstone, Va. 23824 FAX 434- 292-2455

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## 2015 VIRGINIA NATIONAL GUARD TAG MATCHES INDIVIDUAL TEAM MEMBER ENTRY FORM Excellence in Competition (LEG) Matches

#### **PRINT or TYPE:**

SSN	UNIT		
ARMY GUARD AIR GU	JARD Check one		
LAST NAME	FIRST	MI	RANK
E-MAIL			_
UNIT ADDRESS			_
CITY	STATE	ZIP	
UNIT PHONE	HOME PHONE		CELL
HOME ADDRESS			
CITY	STATE	ZIP	·
ARE YOU DISTINGUISHEI	WITH RIFLE OR PISTOL? (C	IRCLE if YES	) <u>RIFLE</u> <u>PISTOL</u>
LAUTENBURG ACT ACKNO	WLEDGEMENT:		
AUTHORITY: Title 5 USC Sec	ction 301 and Title 10 USC Section	3013	
ammunition and to investigate p	A-MTU to determine if an individ possible violations of the Gun Contr priate Federal Agencies where the i	ol Act of 1968,	as amended. Information
On theDay of	2015, I declare that I l	nave never been	
crime of domestic violence. I a the Gun Control Act of 1968, as			nunition under the provisions of
the Gun Control Act of 1968, as	s amended in 1996.	firearms or amn	·
	s amended in 1996.	firearms or amn	·